

Use form LG621 to report the return of equipment not manufactured in accordance with Minnesota standards.

Codes. To the right is a list of codes showing reasons for returns. Each code corresponds to a manufacturing standard that has not been met.

Instructions. When using the LG621, enter the appropriate code number in the "Reason for Return" column.

Do not list equipment that has been returned for reasons other than not meeting Minnesota standards. For example, do not list shipment of the wrong game, equipment damaged in shipping, games that could not be sold, or games that customers decided they did not want.

Form LG621 is to be filed for any given month no later than the tenth day of the following month. For example, the LG621 covering December 2011 must be filed no later than January 10, 2012.

If you have any questions, call 651-639-4000 and ask to speak with an investigator.

Tickets
11. Mixed serial numbers (two or more serial numbers in game) 12x. Extra winners 12m. Missing winners 13. Serial number on ticket does not match serial number on flare (or vice versa) 14. Ticket count short or long 15. Mixed colors 16. Payout on tickets does not match flare (or vice versa)
Flares
21. No Minnesota logo 22. Bar code is wrong, missing, or unreadable 23. No Minnesota language 24. Flare not included with game 25. Flare does not match game (this is other than serial number not matching) 26. Other nonconforming flare
Production
31. Wrong symbols on tickets 32. Tickets do not open (includes bad perforations) 33. Glue is bad or not present 34. No printing on tickets 35. Tickets do not vend 36. Poor printing 37. Symbols on tickets not aligned in windows 38. Winners can be detected through irregularities on tickets (i.e. uneven borders, color, alignment of symbols or serial numbers)
Packaging
41. Seals broken or missing 42. Games in case do not match case label bar codes 43. No interior bar code included in deal
Other
51. Recall 52. Anything not covered in the codes listed above - provide detailed written explanation